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## FreezeME Activation Key Generator



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### About This Game

FreezeME is a 3D platformer in the style of the 90s-era but wait there is a twist! The main character “R” has one special tool – a camera around her neck. This camera allows her to literally freeze the objects she photographs.

This brown-eyed moppet with a camera around her neck is hot on the trail of her best friend, “M,” who has been abducted by the dastardly Fat the Cat that longs to create what he describes as a “Dog-Free-World”. How kidnapping M will help him with this goal remains something of a mystery, but R is determined to thwart him by rescuing M from his clutches.

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Title: FreezeME  
Genre: Action, Adventure, Indie  
Developer:  
Rainy Night Creations  
Publisher:  
Rainy Night Creations  
Release Date: 10 Dec, 2015

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**Minimum:**

**OS:** Windows XP Service Pack 3 (32 bits)

**Processor:** Intel Dual-Core 2.9 GHz / AMD Dual-Core 3.5 GHz

**Memory:** 2 GB RAM

**Graphics:** SM 3.0 with 512MB VRAM

**DirectX:** Version 9.0c

**Storage:** 1 GB available space

English,French,Italian,German,Portuguese









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Unless I'm mistaken, I believe this is only my second Choice of Games game. And while it's not quite as good as the first (Hollywood Visionary), it's still pretty charming.

It's an agreeable little "period" tale about - you guessed it! - mermaids. It's not quite worthy of the likes of Terry Gilliam or early Tim Burton, but has a humorous eccentricity which kept me sufficiently hooked throughout (pun probably intended). Don't come in expecting anything too deep or dark or meaningful, and you may well find something to enjoy...especially if you have a thing for merpersons.

The writing is quirky yet solid, the choices at least sufficient; though some may find it a tad lacking in the length department. Personally, I become more enamoured with short games with each passing month, and don't see the need for every gaming experience to be an epic undertaking. If you don't agree with me, you may at least want to wait for a sale.

Recommended, but perhaps only to avid readers seeking something a little different in their diet.

Verdict: 7.5/10.

(PS Quite a few people have noted that the climax is a tad on the abrupt side. In one way, I agree; on the other, I found the ending I received to be quite satisfying and wholly appropriate. Different strokes for different folks, etc etc...). driving is♥♥♥♥♥its like driving on ice no tutorial on how to use anything so you are completely useless boring game cause you cant get started probably a waste of 12.99. Loli Ghosts. 9/10. this game sucks. 100% completion in less than an hour. i've bought a game for 14 cents that had more gametime. the level design is OK. the music is... OK. the graphic design is... balls. it's only worth playing for putting stupid\u2665\u2665\u2665\u2665\u2665\u2665in the background while you play. weirdly enough, it has gamepad support, but gamepad can only control movement as far as i can tell. there's no tutorial or instruction manual or options or any sort of menu beyond the level select. there isn't even a pause button. there isn't a pause button. this game is also stupidly easy, most levels you will beat on your first or second try. don't expect a game that you can't beat in your sleep.

also it seems a lot of people get blue screen lol. I bought this game on impulse, because of the low pricetag and the inability to resist. I have to say, I'm positively surprised by what I got. Note that this game was originally released in 2008 (according to the official website) It made it's way through Greenlight and was released on Steam this week.

It's an open world boat racing game, wich takes place in 3 area's. You start in Russia and move on to Greece and the Caribbean later. You can also quicktravel between the various locations in the game, once you unlocked them. You navigate to various point on the map to start races, taxi jobs, upgrade and reskin your boat or buy a new one, acquiring sponsors etc. You start your career with a crappy, slow and ugly boat. Races can be a bit dull in the beginning but with the various ways to make money in this game, you can quickly upgrade your boat or buy a new one. The upgrading ability is limited to just a button press for a better engine, to give an example. You can't choose between various parts. At least not where I am now in the game. While racing you can pickup powerups, like nitro or weapons to use against your opponents: rockets, torpedo's, shockwaves, mines, EMP's, oh and off course, bouncing, exploding frogs :) So if you are looking for a realistic boat racing game, this isn't really your thing. Then there's a mode were you collect golden coins that are spread out over the map. So another way to make money. Graphics and sound are decent. Again, considering the pricetag, I'm just satisfied with it. Just don't expect super high resolution textures or cool lighting and particle effects. For some strange reason, the screen ratio in the menu's is 4:3. At least, on my system. However, ingame it all works with the proper resolution and screen ratio that you can configure in the game's launcher. You can set more graphics and sound options there.

I like the game's physics too. They are not hardcore offcourse but certainly not too arcady. The boats really have some weight to them.

The game has 'experimental' controller support but at this moment, you are better of with just the keyboard, wich actually works fine. The 360 controller does work. However, you can't remap the buttons and the layout is a bit odd and unusual. Gas, brake and steering is all done with the left thumb stick. The triggers don't do anything with the boats. I hope the dev will add the

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ability to remap the buttons in a future update. It's not a huge letdown. Like I said, the keyboard works fine too.

All in all, I'm very satisfied with this game, which costs the same as a cup of coffee and a snack. You really can't go wrong with that.. 9/10 I grew up with the flash game and this is a great recreation. I found this game to be somewhat refreshing. We've been getting lots of "defense" type games, but V ARRR changes it up a bit (pirates instead of zombies?). While the animations are a little clunky and the gameplay is still in need of a bit of polish, I still found it pretty okay (and exhausting!). I do hope some sort of co-op/multiplayer gets implemented! ...and swords!

BUT... Can I recommend it at \$14.99, as it is?

Eh, not really... I probably would for around half of that.

Check out some gameplay here:

<https://www.youtube.com/watch?v=Dvebh4cxp-Q>. ITS AWESOME!!! VERY FUN! COOL SKINS! hope AI's are added for more difficulty and leveling up!. Tom Clancy's Rainbow Six 3 Gold by Tom Clancy is a third game in Tom Clancy's Tom Clancy's Rainbow Six franchise. Which was realistical tactical shooter, where you would create your own plan for the level and then execute it, being excited to see how your dumb AI teammates will get slaughtered this time. And yes, it uses "one shot, one kill" system, almost. Released in in 2003 by Red Storm and Ubisoft, it also had console ports for Xbox, PS2 and Gamecube. Consoles ports were different: no planning, you command only one 4-man squad and each got few hitpoints. This is Gold, meaning that it comes with inclusion of original Raven Shield game and the first expansion pack - Athena Sword, that mostly adds few more levels, released in 2004. There also was a second expansion pack, which was almost finished (probably meaning that it just didn't go through debugging), Iron Wrath. It was released for free in 2005 on Internet anyway. Meaning that people were happy, aside from 56kb modem users.

[So, technical stuff. While main menu and planning phase work at 4:3 resolution, gameplay itself supports widescreen resolution. But it doesn't change FOV, so you will be seeing chubby people. But it crashes sometimes when you change between planning phase and execution phase. So always save your plans!](#)

[Expansion packs are a bit weird in that they will not play their new sounds, that are briefing voice acting and new sounds for new weapons. To fix that, you will have to go to mods folder, find folder of needed expansion pack, and then copy "Sounds" folder from there to the root directory of the game.](#)

[You also will have problems installing free Iron Wrath, as installer will not recognise Rainbow Six for what it is. To fix that just check Steam Guides. In nutshell, you will have to create new key in Registry where retail version of a game keeps all the needed info about itself. You don't have to screw the system itself, don't worry.](#)

[As for multiplayer, well, you could play in either coop or competitive. It used old Ubi service, but as of now, multiplayer is technically dead. I heard that at some point you was required to use UPlay account instead, but it didn't work for me. EDIT: Because turns out that my actual login, that is email, is way too long for the game. HA!](#)

[In this game you play as anybody of Rainbow Six squad, the point of which is to make terrorist think that they are dealing with six pony-loving hippies, only to be met with eight aim-botting hard-try top operatives. But because it's a top secret squad and it's actions are written off as actions of special forces of whatever country they are in, the shock tactic of the name just never works. Just use flashbangs for that.](#)

[Well, in this part you are dealing with neo-nazi terrorists who love taking hostages, listen to briefing and watch occasional cutscenes that make you feel good and even heroic for a job well done. Which is nice. It has ending video, so that's enough.](#)

[Another thing to note is that Rainbow Six is full of only top-top-top people, only the best individuals from separate parts of world. And then, after collecting them all, no one bothered to teach them how to work as a team. The only thing they ever learned is that they are supposed to walk in a line. And even then it can go wrong in small hallways, where a leader of a line will turn around and start pushing the tail out, as it refused to turn around, until his heavily armored butt slides out from the doorway and gets filled with bullets, while you scream at the screen in observation mode. Good bullets. Shiny, sturdy, can survive from -50 to +50 degrees of temperature. Must be 7.62x39mm ones. A bit outdated, but good bullets indeed, tactical-realism fans approve.](#)

[No, really, I got to see that few times.](#)

[But really, AI in single-player game can do a lot of things to sabotage the fact that game relies on squad-based tactics. And well, let's say that Rainbow Six 3 isn't as best ever as fans tend to call it.](#)

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Or at least it didn't age well.

And when I say "didn't age well", what I mean is "SWAT 4 came out". Which was not only more tactical, but implemented proper AI teammates. No planning phase though.

At least graphics and music in this game are still nice. Even got ambient music sometimes playing during mission and such. And ragdolls look funny nowadays, just crashing onto floor. Blam.

Anyway, since fans of tactical-realistical games always brag about such games and on question "what is tactical exactly?" they answer only "ummmm... you are too stupid to get", here is what you get to expect: Abuse leaning around corners when you are controlling a soldier; Abuse the aimbotness of AI teammates and place them in such way that no one walks behind them; Throw smoke grenade to become invinsible for AI; Try to come into difficult room from few directions with different teams. Those four rules is what makes this game. And planning.

You get into mission and first thing you get is briefing. After that, you are going to set up a plan. And oh boy, that's the main feature of the early games of franchise, as you get to put waypoints for up to three teams. You can also coordinate them together by setting go-codes. Tell them to throw grenade or breach the door. Actually, you can either try to beat level with no plan like generic realistical shooter, use pre-made one, use pre-made one and edit if neccessary or just make up a whole new one. And it's just awesome that you can make the map play out the way you want.

Until you will find out that AI can't open door slightly and throw grenade in, like players. Or bounce grenade at the wall, limiting the usage of flashbang. Or that they have tendency to never stop at waypoints and fire full-automatic while walking. Or that they will never decide to wait for enemy come out if they hear "huh, that's strange". Or the way you can't order them to throw smoke grenade down the tunnel in the third mission, so it's only up to player. Or just find out that some tasks AI does really badly.

In other words, while it DOES require tactical planning, but for dumb AI. Through trial-and-error of execution you will find what AI does best and judging by this you will build your plan for dummies. Which takes away some enjoyment. If you try to pull something clever in this, you will have to do dirty job with your own hands. And even if you build a good plan, there is a bit of randomness on placement of some terrorists, so it can sometimes go wrong anyway.

After that, you set up a squad, pulling 8 members for a job and separating them into teams. While wondering what's the point of Demos, who just make some objectives complete few seconds faster, and recons types. After that you look at huge list of samey weapons that you don't care about, pick the strongest/favourite assault rifle and put silencer onto it, as there is no real tactical choice. Unless sniper rifle. Then you look over some more useless devices, including multiplayer-only, which are in campaign for some reason, or like tear gas grenade and gas mask.

Then you start execution and watch the new way your team getting slaughtered in some wacky way on the first minute, then beat remaining mission as a lone wounded machine gunner, slumbering with broken legs and getting through by abusing leaning, which is how I did pre-last mission. Actually, that was slightly fun. But only for once.

But really, the main reason to recommend it is the lack of alternatives. No other tactical FPS outside of Rainbow Six has detailed planning, as far as I am aware! So it's sad that Ubisoft wasted this part. New R6 games are still nice, but should have kept feature that was making franchise unique. Not as sad as lack of SWAT4 on Steam though. And for epic main theme that overloads nostalgia.



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Slime-san is a retro styled platformer that plays like Super Meat Boy. The controls are tight and the gameplay is incredibly quick. You will die a lot, but it's painless and you can get back into the game in mere seconds. It's got loads of leaderboards and speedrun trophies if your into that. The game is really charming, my first time visiting Slumpton had me smiling, Japanese cyberpunk meets pixel art. Completely unnecessary, but makes the game so much better.

I found the default keyboard controls a weakness for the game, the dash button is mapped to E, which is right next to your WASD keys, but many obstacles have you jumping, changing directions, and then dashing, I wound up remapping the dash to M which fixed a lot of problems, although gamepad is recommended.  
. It's not perfect, but it's delightfully simple and well executed. For \$2, you can't go wrong.

Could be better optimized... I get better framerates in Arma than I do in this game (~50fps wV i6700k & gtx1080). It also has a few bugs... but it's early access and again, for \$2 this game is a steal.

For feature suggestions, I'd recommend possible workshop integration - allow players to upload custom maps and player models. The ability to change player placement and define custom hitboxes would also be a plus.

I'd also recommend taking a tip from Rocket League, and allowing users to customize match parameters like gravity, ball weight, hit strength, etc.

The game is no doubt worth \$2 as is. Just buy it already!. Awful controls, very little to do, practically everything you do is a tedious chore that's not fun.

I played through it because I wanted to see everything this game has to offer and I can confidently say it was a terrible investment of my time. Even your horse-crazy kids deserve better.

Detailed review here:

<https://www.themanequest.com/blog/2019/2/3/my-riding-stables-your-horse-breeding-life-with-horses-horse-fans-deserve-better>

[. Works fine. don't listen to those 4 year old babies who can't open a email right tell you that this dont work.](#)

[1- The pack expires in one year.](#)

[2- You can choose when to open and it last for 3 month . Even if you open it on the 355th day youll get 3 month from there.](#)

[3-The pack stays in the shop storage vault and you can open it on any character you want \(only the main one you want \) So be careful.](#)

[4- Open it only when you know ITS THAT CHARACTER YOULL PLAY. So no rush seriously. Until like debut september they have this event and all new players get boost out the a s s and you get other bonus EXP things in the game itself.](#)

[5- If you're not sure like i was , read a bit more in the detail part .. Pure garbage, even cards are junk for just 0.02 cents.. If you're an enthusiast, these are sweet. Otherwise, you'll probably be content with the other unlockable costumes in-game.](#)

[I was lucky to get these free with preorder. I would have liked to see more costumes like these that have more contrast in their designs from one another. DLC costumes just feel like scams these days, especially when you look at how many costumes you could unlock in-game for free in Devil May Cry 3.. Bought it in the bundle, and well worth it, even at full price.. New enemies, new bosses, collecting money to buy benefits for your gameplay, change of gameplay, more challenges, the enemies are following your music more than you used to, you can switch from classic to ultra when opening the game. Hell yeah definetly worth the extra 5 bucks!!!:D](#)

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